

# The Expanded Armory

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## *Advanced Weapons and Armor*

**Thank you for your patronage, adventurer.**

The Expanded Armory is intended to expand upon the default weapon and armor options available in the PHB.

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# Martial Armor

## Helms, Jack-Chains, and Pauldrons

### Helms

Helms are combat made helmets or caps made of metal or leather. Helms are made in light, medium, and heavy armor variants, and provide bonuses to armor class accordingly. Additionally, helms do not count as armor when calculating AC for unarmored defense.

### Jack-Chains

Jack chains are small metal plates or rings attached by chain, to protect the wearer from shoulder to hand. They are lightweight, but restrict movement slightly. They provide a small bonus to AC and can be equipped by all classes except druid.

### Pauldrons

Pauldrons or spaulders are similar to jack-chains in that they protect the wearer from shoulder to hand, but are made from overlapping leather or metal plates. They provide moderate defensive bonuses as a result. Pauldrons are considered medium armor.

## Pelta, Tower Shields, and Bucklers

### Pelta

Pelta are small round shields that attach to the wielders shoulder via a leather strap or sash. While they take training to use effectively, this allows the wearer to equip two handed weapons in combat while retaining the benefits of a shield.

### Tower Shields

Tower shields are heavy, cumbersome barriers wielded by only the strongest warriors. They provide massive defensive benefits, can be used as cover, and can be planted in soft ground as a temporary wall. Tower shields are often expensive and difficult to use without strength and skill, but provide unparalleled advantages in combat.

### Bucklers

Bucklers are small round shields primarily designed for parrying quick strikes. They are a favorite among duelists, fencers, and swashbucklers for their light weight and versatility. While bucklers don't offer the same straightforward defenses as a standard shield, the adaptability they provide is well worth the minor drawbacks.

### Defensive Combos

Some quick combinations for ease of use.

- Classic helmed barbarian with a tower shield. Grants up to +6 AC without giving up unarmored defense. Not recommended for low level builds.
- Low level soldier with pelta, light helm, and pike. Bread and butter NPC that packs a surprising punch.

## Martial Armor Properties

Many martial armors have unique properties associated with their use, as shown in the armor table.

**Attached** Equipment is attached directly to the wielder, allowing for a free hand in combat.

**Shield Plant** Some shields may be planted in soft ground, providing half cover in a single cell.(5x5 area)

**Cover** Shields with the cover ability allow users to take an action to give themselves full cover from attacks. A planted shied may act as cover for medium creatures that share its space.

**Shield Parry** The wielder may use a reaction to parry with their shield when struck with an attack, potentially causing it to miss. This reaction grants a bonus to the users AC equal to their Dexterity Modifier for this attack.

**Heavy** A heavy martial armor's size and bulk make it too large for Small creatures to use effectively.



*There is nothing impossible to those who will try.  
-Alexander of Macedon*

# Advanced Weapons

## Weapon Modification

With the advent of silvered weapons, smiths the world over were given a new avenue for invention. Weapon modification can change the properties of basic weapons for the standard price of 100 gp, giving an additional edge in combat. Weapons can also be custom-made with special properties in mind.

### Breakable

Breakable weapons are single use variants of traditional weapons that deal extra damage in exchange. They're most frequently used by assassins in urban environments, and by skirmishers in the field.

### Extended Reach

Extended reach weapons can be applied to many weapons to enhance their range of effectiveness. Typically used to create longer pikes, or to add the reach property to melee weapons. Often takes the form of a longer weapon haft or an attached chain. The drawback of an extended reach weapon is disadvantage on attacks within 5 feet.(or in adjacent cells.)

### Giant Grip

The giant grip modification can be applied to melee weapons with the two-handed property, allowing them to be wielded in one hand. This takes considerable strength, as many of these weapons are heavy.

### Double-Sided

Double-sided weapons are modified melee weapons that allow for additional damage. Double-sided weapons offer a bonus action attack and the spin property, which is a unique Attack action. The drawback to these weapons is their considerable cost and their added weight. All double-sided weapons are increased one weight class from their base weapon.(i.e. light weapons lose the light property, a double-sided longsword gains the heavy property)

### Bells and Whistles

Thought to keep in mind when modifying weapons.

- Some existing rules in the PHB or DMG may conflict with certain weapon mods or combinations thereof. Decide with your DM what your modded weapon does and how it works exactly.
- Less is often more. Some of these modifications have not been extensively playtested at the time of writing, and could break game balance if not considered carefully.

## Over-Sized Weapons

Many brave adventurers, through training or magic belts, have attained the strength of giants. With this strength comes the opportunity to wield weapons of tremendous size. While expensive and unwieldy, over-sized weapons can be devastating in the proper hands.

### Ultra Greatswords

Ultra greatswords are massive, bladed weapons that have considerable reach and are capable of cleaving through foes. The only drawback to ultra greatswords is the tremendous strength required to use them effectively.

### Great Hammers

Great Hammers are immense bludgeoning weapons capable of stunning enemies with their crushing power.

### Giant Pike

Giant Pikes or giant's pikes offer the longest range of the over-sized weapons. They are made up to 18 feet long and offer extended range while dealing considerable damage.

## Advanced Weapon Properties

Many advanced weapons have unique properties associated with their use, as shown in the weapon table.

**Breakable** Weapon breaks on hit or critical fail. On hit, deals additional damage equal to two of that weapons damage die.

**Extended Reach(ExR)** Weapon may be used to attack targets up to 15 feet (3 cells) away. Wielder has disadvantage on melee attacks within 5 feet.  
(1 cell)

**Giant Grip** Weapon modification allowing wielder to equip two-handed weapons with one hand.

**Double-Sided(D-S)** When you use the Attack action, you may use a bonus action to strike with the back side of the weapon, dealing regular weapon damage.

**Spin** When you use the Attack action, you may choose to spin your weapon as part of the attack. This adds an extra damage die of the weapons type to each attack made with the Attack action.

**Over-Sized** An over-sized weapon's size and bulk make it too large and heavy for Small creatures or those with Strength under 21 to use effectively.

**Cleave** When you make an attack as part of the Attack action, you may choose an additional target within 5 feet (1 cell) of your first target as part of the attack. If your first target should die,

then any extra damage deal as part of your attack will carry over to your next target.

**Crush** Critical hits with this weapon also cause the target to be stunned until the end of your next turn.

## Martial Armor

Armor	Cost	AC	Strength	Stealth	Weight	Properties
Light Helm	15 gp	+1	-	-	3 lb.	Light Armor
Medium Helm	30 gp	+2	11	-	7 lb.	Medium Armor, Metal
Heavy Helm	50 gp	+3	15	Dis.	12 lb.	Heavy Armor, Metal
Jack-Chains	15 gp	+1	-	Dis.	5 lb.	Metal
Pauldrons	50 gp	+2	-	Dis.	8 lb.	Medium Armor
Pelta	25 gp	+2	-	-	8 lb.	Attached
Tower Shield	100 gp	+3	15	-	35 lb.	Shield Plant, Cover, Heavy
Buckler	65 gp	+1	-	-	5 lb.	Shield Parry, Light

## Over-Sized Weapons

Weapon	Cost	Damage	Weight	Properties
Ultra Greatsword	180 gp	3d6 slashing	12 lb.	Over-sized, Two-handed, Cleave, Reach
Great Hammer	120 gp	2d8 bludgeoning	16 lb.	Over-sized, Two-handed, Crush
Giant Pike	150 gp	3d4 piercing	10 lb.	Over-sized, Two-handed, Extended Reach

*All over-sized weapons require 21 Strength to wield effectively.*